Future Flight Design						
2007 Science Grade Expectations						
Grades 5-6						
Activity/Lesson	State	Standards				
			Identifying multiple variables that affect a			
l			system and using the variables to generate			
Air Transportation		SCI.5-6.S5-	experimental questions that include cause			
Problem	VT	6:1.2	and effect relationships.			
 			Determining an appropriate representation			
Air Transportation		SCI.5-6.S5-	(line graph in addition to prior examples) to			
Problem	VT	6:5.1	represent their findings accurately.			
Air Transportation		SCI.5-6.S5-	Considering all data when developing an			
Problem	VT	6:7.3	explanation/conclusion.			
			Design an investigation to collect evidence			
		201 - 20-	about an object's inertia and explaining their			
Air Transportation		SCI.5-6.S5-	observation in terms of the object's tendency			
Problem	VT	6:20.1	to resist a change in motion.			
			Identifying multiple variables that affect a			
		2015 205	system and using the variables to generate			
Aircraft Design		SCI.5-6.S5-	experimental questions that include cause			
Problem	VT	6:1.2	and effect relationships.			
A'(1 D'		2015 205	Measuring and calculating speed (the			
Aircraft Design	\ /T	SCI.5-6.S5-	distance an object moves over a measured			
Problem	VT	6:19.1	amount of time).			
Aircraft Design	VT	SCI.5-6.S5-	Speed indicates the rate at which an object			
Problem	VT	6:19.a	is traveling.			
Aircraft Design		SCI.5-6.S5-	Speed is a relationship between the distance			
Problem	VT	6:19.b	an object travels and time elapsed.			
riobieiii	VI	0.19.0	Design an investigation to collect evidence			
			about an object's inertia and explaining their			
Aircraft Design		SCI.5-6.S5-	observation in terms of the object's tendency			
Problem	VT	6:20.1	to resist a change in motion.			
TODIETT	V 1	0.20.1	Inertia is the tendency of an object to resist a			
			change in motion and depends upon the			
			object's mass. Stationary objects tend to			
Aircraft Design		SCI.5-6.S5-	remain stationary; moving objects tend to			
Problem	VT	6:20.a	continue moving (Newton's First Law).			
		0.20.4	Investigating variables that change an			
			object's speed, direction, or both, and			
Aircraft Design		SCI.5-6.S5-	identifying and describing the forces that			
Problem	VT	6:21.1	cause the change in motion.			
	1	0.2				
Aircraft Design		SCI.5-6.S5-	A force applied to a moving object will			
Problem	VT	6:21.a	change the object's speed, direction or both.			
Aircraft Design		SCI.5-6.S5-	5			
Problem	VT	6:21.b	Friction is a force that often opposes motion.			
		0.21.0				

			Gravity is the force that holds objects to the					
			earth's surface, keeps planets in orbit around					
Aircraft Design		SCI.5-6.S5-	the sun, and governs the rest of the motion					
Problem	VT	6:22.a	in the solar system.					
Aircraft Design		SCI.5-6.S5-	The force of gravity pulls toward the center					
Problem	VT	6:22.b	of mass of an object.					
		Future Flight I	Design					
2007 Science								
Grade Expectations								
Vermont Science								
Grades 7-8								
Activity/Lesson	State	Standards						
Air Transportation	Otato	SCI.7-8.S7-	Identification of tools and procedures for					
Problem	VT	8:3.1.d	collecting data and reducing error.					
Problem	VI	0.3.1.U						
Air Transis sutstill		0017007	Using technology to collect, quantify,					
Air Transportation		SCI.7-8.S7-	organize, and store observations (e.g., use					
Problem	VT	8:4.2	of probe).					
			Identifying, considering and addressing					
			experimental errors (e.g., errors in					
Air Transportation		SCI.7-8.S7-	experimental design, errors in data collection					
Problem	VT	8:6.1	procedures).					
Air Transportation		SCI.7-8.S7-	Documenting and explaining changes in					
Problem	VT	8:7.3	experimental design.					
Air Transportation		SCI.7-8.S7-	Explaining limitations for generalizing					
Problem	VT	8:8.2	findings.					
			Diagramming or describing, after observing a					
			moving object, the forces acting on the					
			object before and after it is put into motion					
			(Students include in their diagram or					
Air Transportation		SCI.7-8.S7-	description, the effect of these forces on the					
Problem	VT	8:21.1	motion of the object.)					
riobieiii	VI	0.21.1	Increased temperature of substances					
Airerett Design		0017007	·					
Aircraft Design	\ / T	SCI.7-8.S7-	causes increased motion of the atoms and					
Problem	VT	8:14.a	molecules in the substance.					
			Describing and explaining how the					
l			acceleration of an object is proportional to					
Aircraft Design		SCI.7-8.S7-	the force on the object and inversely					
Problem	VT	8:19.2	proportional to the mass of the object.					
			Momentum is the characteristic of an object					
			in motion that depends on the object's mass					
			and velocity. Momentum provides the ability					
Aircraft Design		SCI.7-8.S7-	for a moving object to stay in motion without					
Problem	VT	8:19.b	an additional force.					
			Acceleration is a relationship between the					
Aircraft Design		SCI.7-8.S7-	force applied to a moving object and the					
Problem	VT	8:19.c	mass of the object (Newton's Second Law).					
1 10010111	V 1	0.13.0	mass of the object (Newton's Second Law).					

			Diagramming or describing, after observing a moving object, the forces acting on the object before and after it is put into motion (Students include in their diagram or
Aircraft Design		SCI.7-8.S7-	description, the effect of these forces on the
Problem	VT	8:21.1	motion of the object.)
			An object that is not subjected to a force will
Aircraft Design		SCI.7-8.S7-	continue to move at a constant speed and in
Problem	VT	8:21.a	a straight line.
			If more than one force acts on an object
			along a straight line, then the forces will
Aircraft Design		SCI.7-8.S7-	reinforce or cancel one another,depending
Problem	VT	8:21.b	on their direction and magnitude.
Aircraft Design		SCI.7-8.S7-	Unbalanced forces will cause changes in
Problem	VT	8:21.c	speed or direction of an object's motion.
			The force of gravity is hard to detect unless
Aircraft Design		SCI.7-8.S7-	at least one of the objects has considerable
Problem	VT	8:22.b	mass.